AMENDMENTS TO THE CLAIMS

1.   (Currently Amended) A method of reproducing content information stored

on ~~an interactive~~recording medium comprising:

reproducing first data read out from the ~~interactive~~ recording medium in

synchronization with second data received from a content providing server over a network,

the first data comprising audio/video data and the second data comprising content data

associated with the first data;

sensing a failure in receiving the second data;

upon sensing the failure in receiving the second data, re-synchronizing the first data

read out from the ~~interactive~~ recording medium with the second data received from the

content providing server over the network based on information for synchronization or re-

synchronization included in the second data, the information including data rate information

of the second data and/or size information of the second data; and

~~after a re-synchronization delay,~~ continuing to reproduce the first data in

synchronization with the second data, ~~wherein the second data contains information for~~

~~synchronization and re-synchronization.~~

2.-3.   (Canceled)

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4.   (Currently Amended) The method according to claim 1, wherein the re-synchronizing step includes identifying the information for synchronization and or re-synchronization [[is]] contained within a header portion of the second data.

5.   (Currently Amended) The method according to claim 1, wherein the sensing step includes sensing whether the failure in receiving the second data is due to a disconnection or a delay of transmission of the second data over the network.

6.   (Currently Amended) The method according to claim 1, further comprising: delaying a time for re-synchronization, wherein during the re-synchronization delay the first data is reproduced, and the second data is muted and not reproduced.

7.   (Currently Amended) The method according to claim 1, further comprising: delaying a time for re-synchronization, wherein during the re-synchronization delay the first data is reproduced, and interpolated second data is reproduced.

8.   (Currently Amended) The method according to claim 1, further comprising: delaying a time for re-synchronization, wherein during the re-synchronization delay the first data is reproduced, and a previous segment of the second data is reproduced.

9.-12.   (Canceled)

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13.   (Currently Amended) The method according to claim 1, wherein said re-synchronization step includes:

calculating an offset value for the second data to establish re-synchronization;

sending a command requesting transmission of the second data corresponding to the calculated offset value to the content providing server; and

re-synchronizing the second data transmitted in response to the command with the first data read out from the ~~interactive~~ recording medium.

14.   (Currently Amended) The method according to claim 13, wherein said calculating step is based on a present playing time of the first data read from the ~~interactive~~ recording medium and the number of bytes per second of the second data.

15.   (Original) The method according to claim 13, wherein the offset value of the second data capable of re-synchronization is calculated by adding the present playing time of the first data to a predetermined amount of time and multiplying the result by the number of bytes per second of the second data.

16.   (Original) The method according to claim 15, wherein the predetermined amount of time is determined in proportion to a speed of the second data being transferred over the network.

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17.   (Currently Amended) An apparatus for reproducing content information,
~~stored on an interactive medium~~ comprising:

a renderer configured to reproduce first data read out from a recording medium in

synchronization with second data received from a content providing server over a network,

the first data comprising audio/video data and the second data comprising content data

associated with the first data; and

a processor configured to determine a failure in receiving the second data, and upon

determining the failure in receiving the second data, re-synchronizing the first data read out

from the recording medium with the second data received from the content providing server

over the network based on information for synchronization or re-synchronization included in

the second data, the information including data rate information of the second data and/or

size information of the second data, and cause said renderer to continue reproducing the first

data in synchronization with the second data, wherein said processor is configured to

evaluate the information for synchronization or re-synchronization contained within the

second data.

~~a renderer reproducing first data read out from the interactive medium in~~

~~synchronization with second data received from a content providing server over a network;~~

~~and~~

~~a processor sensing a failure in receiving the second data, and upon sensing the~~

~~failure in receiving the second data, re-synchronizing the first data read out from the~~

~~interactive medium with the second data received from the content providing server over the~~

~~network, and after a re-synchronization delay, causing said renderer to continue reproducing~~

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~~the first data in synchronization with the second data, wherein said processor evaluates~~

~~information for synchronization and re-synchronization contained within the second data.~~

18.-19.   (Canceled)

20.   (Currently Amended) The apparatus according to claim 17, wherein <u>the</u>
<u>processor is configured to evaluate</u> the information for synchronization ~~and~~ <u>or</u> re-
synchronization [[is]] contained within a header portion of the second data.

21.   (Currently Amended) The apparatus according to claim 17, wherein <u>the</u>
<u>processor is configured to determine whether</u> the failure in receiving the second data is due to
a disconnection or a delay of transmission of the second data over the network.

22.   (Currently Amended) The apparatus according to claim 17, wherein <u>the</u>
<u>processor is configured to delay a time for re-synchronization, and control that</u> ~~during the re-~~
~~synchronization delay~~ the first data is reproduced, and the second data is muted and not
reproduced<u>, during the re-synchronization delay</u>.

23.   (Currently Amended) The apparatus according to claim 17, wherein <u>the</u>
<u>processor is configured to delay a time for re-synchronization, and control that</u> ~~during the re-~~
~~synchronization delay~~ the first data is reproduced, and interpolated second data is
reproduced<u>, during the re-synchronization delay</u>.

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24.   (Currently Amended) The apparatus according to claim 17, wherein the processor is configured to delay a time for re-synchronization, and control that ~~during the re-synchronization delay~~ the first data is reproduced, and a previous segment of the second data is reproduced, during the re-synchronization delay.

25.-28.   (Canceled)

29.   (Currently Amended) The apparatus according to claim 17, wherein said processor, in re-synchronizing the first data and second data, ~~calculates~~ is configured to calculate an offset value for the second data to establish re-synchronization; ~~sends~~ send a command requesting transmission of the second data corresponding to the calculated offset value to the content providing server; and ~~re-synchronizes~~ re-synchronize the second data transmitted in response to the command with the first data read out from the ~~interactive~~ recording medium.

30.   (Currently Amended) The apparatus according to claim 29, wherein said processor ~~in calculating the offset value uses~~ is configured to use a present playing time of the first data read from the ~~interactive~~ recording medium and the number of bytes per second of the second data, when calculating the offset value.

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31.   (Original) The apparatus according to claim 29, wherein the offset value of

the second data capable of re-synchronization is calculated by said processor by adding the

present playing time of the first data to a predetermined amount of time and multiplying the

result by the number of bytes per second of the second data.

32.   (Original) The apparatus according to claim 31, wherein the predetermined

amount of time is determined in proportion to a speed of the second data being transferred

over the network.

33.-38. (Canceled)

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